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# MYSTARIA

The Realms of Lore



 INSTRUCTION MANUAL



## Twelve Must Fight Together!

In a distant place—in a time far removed from ours, a series of great battles took place. The legendary Twelve Warriors fought against the War-Mage Bone to stop his plans to rule over the continent of Mystrana. But Bone was not defeated; only forced to retreat to his own kingdom.



Bone has not given up his ambitions.

His army, commanded by five super-powerful leaders, has managed to elude the Queen of the under before capturing Prince Aragon, the Queen's only son, and the hero of our story has been kept from home a way out in Queenland's darkest hour. He knows he is the only hope left for his country.

Prince Aragon needs help. The five commanders under Bone's command are powerful adversaries. Aragon must enlist the aid of eleven adventurers, the strongest warriors he can find. He must travel through the lands of Mystrana, fighting Bone's legions as he gathers his group together for the final showdown—against the dreaded War-Mage Bone himself.



## Take Control!

### 1 Directional Pad (D)

- Moves Cursor in action screens
- Cycles through Character Option windows
- Moves through in action screens
- Cycles through the Item Circle (See page 6)

### 2 Start Button (Start)

- Starts game



### 3. Left Shift Button (L)

- Cycles through characters
- Cast Submarines
- Highlights **Exit** in Town shops and residences

### 4. Right Shift Button (R)

- Cycles through characters
- Cast Submarines
- Highlights **Exit** in Town shops and residences

### 5. Button A (A)

- Join the Follow function (characters follow the leader's movement)

### 6. Button B (B)

- Cancels selections
- Cast submarines/Returns to Main Menu
- Highlights **Exit** in Town shops and residences

### 7. Button C (C)

- Saves options
- Checks Stats (press twice for a full description of character type)
- Speeds through messages

### 8. Button X (X)

- Displays First Person view (press D to change point of view)

### 9. Button Y (Y)

- Displays Grid view (if the Grid option is set **ON**—see page 10)

### 10. Button Z (Z)

- Displays Top-Down view with characters' current **HP/MP** (press twice to see Long Distance view)

**Notes:** These are the default button functions. To change button functions see "Option" page 10.

## Starting Out

If you're using an external memory cartridge, remember to insert it **before** turning on your Sega Saturn. Up to three Adventures may be stored in both the internal and external memories.

After the opening sequence, the Title screen appears. Press **Start** to highlight either **NEW GAME** (if you're just starting out) or **CONTINUE** (if you've saved an Adventure you want to continue) and press **Start**, **A**, or **C**.

If you're continuing an Adventure, the Adventure Select screen appears. The top of the screen shows the deployed memory (internal or cartridge) and the saved Adventures.

### Internal-External RAM Memory

If you're using a cartridge memory, you can switch between it and the internal memory by pressing **D** up or right. Select an Adventure by pressing **D** up or down until the Adventure is highlighted, then press **Start**.



## New Adventures

After a short introduction, you and your fighting force appear on the battlefield, facing Bane and his troops. When a spinning portrait appears at the bottom of the conversation window, you can forward to the next part of the conversation by pressing **C**. Press **C** repeatedly to speed through conversations.

At one point during each character's conversation with Bane, a biography of that character appears. Press **C** when this screen appears to open the Name screen and rename the character. Browse the current name by pressing **B** repeatedly; then move the cursor to a character and press **C** to enter the character. When you're finished, move the highlighter to End and press **C**. Press **B** to exit the screen. To reset the name, press **B** until all the characters of the name disappear, then press **B** again.



### On The Field

At the beginning of the player turn, a window appears at the top of the screen, describing the current situation.



1 Area of Combat 2 Current Turn 3 Enemies Remaining

The bottom of the screen shows your members' current HP (Hit Points) and MP (Magic Points) status (HP is blue, upper bar; and MP is green, lower bar). The highlight brackets are used to select characters for movement, and to check enemy status and ground type.



4 HP 5 MP 6 Ground Type

### General Options

Press **D** to move the cursor to an unoccupied square and press **B** to see the Allow Options window. Here are your options:

**End Turn:** Ends the player turn (starts the enemy turn phase).

**Retreat:** Escape to the starting point (not always available—sorry).

**Main Map:** Shows the location of your fighters on a large map of the battle area. Press **C** again to see your battle area's location in Mydonia (if your party is above ground). Press **B** to exit the map.

**Consult:** Ask your Gwardon Spirit for battle advice.

**Party:** Shows status data for all your fighters (see Party page 10 for an explanation).

**Load:** Load an adventure from the RAM memory (see page 13).

**Options:** Set various game options (see page 10).

## Character Movement

Move the brackets to a teammate with **D** and press **C** to select. That character's **HP/MP** and experience level appear at the top-left corner of the screen, and **T** Menu battle techniques are shown on the right side of the screen.

The character can now move anywhere on the highlighted grid (and if you've turned the Grid option off, anywhere in the lit area). Move the brackets to a lit area on the grid/lit area, and press **C** to move the character to that place—press **C** twice to speed up movement.

Use the teammate to attack, defend or perform a function listed in the Character Options on the next page. Once the teammate has finished his or her turn, an **E** (End) appears on the character. The enemy attack phase begins when all the teammates have finished moving.

## Character Option Windows

Three of these windows display your character's available battle techniques (the **T** Menus), and the fourth contains the nonbattle options.



**Battle Technique Options:** These techniques are used for offense and/or defense depending on how you've set them in the **T** Menus (see page 9). Press **D** left or right to cycle through the four windows; press **D** up or down to move the cursor to an option; then press **C** to select the option/perform the technique.

**Attacking:** Characters may perform single or multiple attacks, depending on their surroundings. When performing a multiple attack, blue triangles appear above all monsters the attack can reach. When performing a single attack, the blue triangle appears above an enemy, and a highlighter appears around the enemy's feet. If more than one enemy is in range, press **L** or **R** to move the triangle and highlighter to another enemy. When you're ready to attack, press **C**.

1 Single      2 Multiple

**Defending:** Some techniques are used only to protect that character or other characters. Select the character to protect as you do for attacking a single enemy (explained above).



## Picking The Party

Once you have more than six teammates (even enough!) you need to select the members of the battle party from the Team Circle before going into the fray. The Frantic is always selected (you can leave your leader behind) but you need to figure out who else to use in the upcoming battle.

Maximum Members Possible

Selected Member



Team Circle

Press **D** left or right to cycle through the Team Circle. Press **C** to select/deselect members (the maximum number you can select is shown at the top left corner of the window). Press **B** when finished to bring up the confirmation window. Good?!! Then move the arrow to **Yes** to start the battle, or **No** (to reselect members) and press **C**.

## In Town

Shopping, making inquiries, saving games, checking on the status of the members in your group. All of these things and more is the towns of Myriadol. When you reach a town, you need to confirm that you want to enter it. To enter the town select **Yes** in the Confirmation window. If you reconsider, select **No**.

## Where To Go And What To Do

There are a number of activities to do in towns. At the end of most towns a "Main Street" lane is a message board which displays information about the goings-on in that town. You can enter People Dwellings and chat with the townspeople (see page 116), buy weapons, armor, or other items (see page 121) or check various information about your teammates from the Town Options window.

### Main Options

Press **B** to display the Town Options window (press again to close the window). After that, move the cursor to any option with **D** and press **C** to select any of the options listed below. **B** = activate/deactivate.

**Equip:** Equip your characters with weapons, armor or special items. Select the option and the Team Circle appears. Press **B** right or left until the character you want to equip is in standing on the white circle (that character starts walking in place). Press **C** and the Equip chart appears.



Move the cursor to an equipped item and press **C**. The cursor moves to the item list. Move the cursor down the list until the item you want to equip appears. Then press **C** again to equip the new item. Pressing **B** returns you to the Item Card.

**Tests** Review your character's battle techniques and set the T Menu (which displays up to nine battle techniques). Press **C** to use the Team Circle, and press **B** left or right until the character you want to check is standing on the white dot. Press **C** again and that character's T screen appears. The nine current techniques appear at the bottom of the screen, with a cursor next to a technique. The technique's explanation appears on the top half of the screen.



## T Screen T Select

To replace one technique with another, press **B** to move the cursor to the technique you'd like to replace, then press **C** to see the T Select screen. The top half of the screen displays the techniques your character is able to perform, and the bottom half shows the details of the currently indicated technique. Move the cursor to the technique you want to put in the menu, and press **C**. The color code for the displayed techniques:



- Techniques displayed in **white** can be placed in the T Menu.
- Techniques displayed in **blue** are already in the T Menu.
- Techniques displayed in **orange** are techniques not yet available by the character (the character knows about the technique, but doesn't have the experience level needed to use the technique).

**Notes:** For more on Techniques, see page 12. To see the Techniques list, see pages 17-19.

## Condition Chart

This chart explains the symbols which are highlighted when a character is affected by magic spells cast by Hounds or enemies. When hit by a spell, you have three choices: wait for the effect to wear off (in about three or four turns), use **Antidote** (healing status) to cure the character or use a spell-caster to perform the **Holy Cure** (which cures the character of the condition).

- 1 **FLY:** The character is not affected by water-based attacks in the Earth or other ground elements. Also renders ground-based attacks ineffective.
- 2 **TRANSPARENT:** Renders attacking and attacking-ineffective against the character.
- 3 **SLEEP:** The character has been put to sleep.
- 4 **DEAF:** The character has become deafened out of his or her ears, and will freeze in position or move out of the battle area.
- 5 **FREEZE:** The character has been encased in ice.
- 6 **PARALYZED:** The character is unable to move.
- 7 **CONFUSION:** The character is unaware of who he or she is, and will attack allies or allies-in-judgment.
- 8 **MANIPULATION:** The character is being controlled by an enemy.
- 9 **LARGE:** The character's size and Attack Strength increases.
- 10 **SMALL:** The character's size and Attack Strength decreases.
- 11 **HEIGHT:** The character's attack range is extended.
- 12 **DEPTH:** The character's attack range is decreased.

## SKILL

- 13 This shows the character's available techniques by type. Press **D** up or down to move the cursor to a technique type, and the technique's information is shown in the window to the right. The technique types are as follows:



<b>SPEL</b>	Spell Techniques
<b>HEAL</b>	Healing Techniques
<b>SWORD</b>	Sword Techniques
<b>TSWORD</b>	Magic Sword Techniques (Magic Only)
<b>BOW</b>	Bow Techniques
<b>NINJA</b>	Ninja Techniques
<b>HTH</b>	Hand To Hand Techniques
<b>SNEAK</b>	Sneak Techniques (Stealth Only)
<b>ATK</b>	Attack Techniques (Magic)
<b>HOLY</b>	Holy Techniques (Magic)
<b>SPEC</b>	Special Techniques (Magic)
<b>DFT</b>	Defense Techniques



- ④ The **T Lvl** (Technique level) shows the current experience level for that type of technique. As the character uses that type of technique, he or she gains experience, and when he or she reaches the next level of experience, new techniques can be learned.
- ⑤ The **T Exp** (Technique Experience Points) shows the current number of experience points the character has in that type of technique, and the number of points needed for the next level in that type of technique.
- ⑥ This is a list of all Techniques that character can currently use. For more information on selecting techniques, see Tech page 9.

To take a look at details on information contained in the Status or Skill windows, press **C** in either window and a list of the items used in that window appears. Go off through the information by pressing **D** up or down.

**Notes:** See pages 17-19 for a list of some of the techniques in the game.

**Name Select:** Use to see the biography for any of your characters, or change a character's name. Press **C** to see the Name Cards, and select a character. Press **C** again and that character's history appears. To change the character's name, press **C** to open the Name Select screen, and follow the directions for entering a name given in New Adventures, on page 6.

**Save:** Save your adventure in the Saturn internal memory (or cartridge RAM memory, if you're using it). Select **Save** and the Save Menu appears. Switch from the Saturn internal memory to the cartridge memory by pressing **D** left or right. Highlight the space you wish to save the adventure in, and press **C**. Confirm your choice (**Yes** to confirm, **No** to cancel) and press **C**. Press **B** to exit the screen.

**Load:** Load an adventure from the RAM memory.  
Load an Adventure as you would save one (described above).



## Shops and Shopping

Step into any shop and you find yourself surrounded with the finest Mysterys has to offer. From Amulet to Zombielaking swords, there's nothing you won't be able to purchase—provided of course you have the \$4Gold\$\$.

### ① **Armor**

When you want the best in defense, step into the Armor shop, where every imaginable type of armor, helmets, shields, gauntlets and magical defense items are available.

### ② **Weapons**

In this shop you can find swords, spears, bows and war hammers. Feel free to browse!

### ③ **Bar**

Pick up the latest information from the bartender in the town pub. There is often special information to be found, or it could even give you a chance to contact, and it's a good bet that the bartender can help you out.

1



2



3



## 4. Tools

Weapons, Rings and Magical Herts are among your choices here. This shop has a potpourri of items to choose from—take your time.

## 5. Market

In smaller towns, you may find this shop instead of the Armor and Items shop—the shop combines the two. (Don't worry, though, you should be able to find what you're looking for.)

## 6. Arena

Step right up, adventurers, come one come all to the Arena, where you pit a member of your party against an opponent or opponents for fun and profit!



## You'd Better Shop Around

Once you enter a shop, you have three choices:

**Buy** an item, **Sell** an item, or **Exit** the shop. Move the cursor to your choice and press **C**. If you're buying an item, the following screen appears.



- 1 The window shows the item type, the name of the item, and its asking price.
- 2 The Character Window.
- 3 An explanation of the item's point effects (when the item is equipped), and any magical effects the item has.
- 4 The character can't use the item (wrong-character type).
- 5 The character is already equipped with the item.
- 6 The item will increase the character's skills.
- 7 The item will decrease the character's skills.
- 8 The party's current Gold funds.
- 9 An explanation of the item, including any magical effects.

The Character window shows the item's effects for each character. If the character's face is dark, the character can't use that weapon. If the arrow points up, the item will improve some aspect of the character's skills, and if the arrow points down, that character's skills will be lowered. An **E** appears if the character is already equipped with the item.

Press **B** left or right to pick how many of the item you want (the window squares show the Gold amount), then press **C** again. A description of the item appears at the bottom of the screen; press **C** again to buy the item, or **B** to cancel. When you're finished, press **B** to exit the screen.

## Special Items

**Recovery:** Restores a certain amount of Hit Points or Magic Points to a character, or cures any character under the effects of a magic spell.

**Heals:** Restores 100 Hit Points.

**Heal + 1:** Restores 500 Hit Points.

**Heal + 2:** Restores all Hit Points.

**Magic:** Restores 100 Magic Points.

**Magic + 1:** Restores 200 Magic Points.

**Magic + 2:** Restores 500 Magic Points.

**Antidote:** Cures a character of magic spell effects.

**Ring:** Change a character's skills in some way (only one ring can be worn at a time).

**T. Claw (Tiger Claw):** Increases a character's Deathblow chances.

**B. Leg (Babbler's Leg):** Increases a character's feet.

**W. Shoes (Wind Shoes):** Increases a character's speed.

**Wing 1 (Feather of Heaven):** Increases a character's energy.

**P. Ring (Protection Ring):** Increases resistance to magic.

**P. Glove (Power Gauntlet):** Increases Attack Strength.

**Gauntlet (Gauntlet):** Increases Defense Strength.

**Grasshopper:** Can be thrown at enemies from a distance.

**Ball:** Attack of 50 HP.

**Ball + 1:** Attack of 100 HP.

**Ball + 2:** Attack of 200 HP.

**Ball + 3:** Attack of 300 HP (at a greater distance from Ball + 2).

## Special Weapons And Armor

Keep in mind that many weapons you come across in *Mytharia* will have more than just one effect on a character, and some have a special effect on some monsters. For example, For a character who is strong Defense rating but is easily affected by magic spells, the Silver Shield (Defense + 32 and protection against magic) might be a better choice than the Green Shield (Defense + 48).

## Arena

1. Walk through the gates and the master of ceremonies: "It's the guy with the hopping headgear!" asks you your pleasure. Get acquainted with the rules by selecting **Listen**, jump into the action with **Partake** or flip the commander when **Exit**.



If you select **Partake**, the Character circle appears. Select a character and press **C** and a list of possible opponents appears, showing their rank on the list, name, Experience level, the number of opponents you'll be facing, and the prize award you win.

- (B) Move the cursor to an opponent and press **C**. When the Confine window appears, enter the correct (either **Yes** or pick a different opponent (either **No**). Press **B** at any time before the battle to exit the contest.

The object is to defeat all the opponents in the Arena in 20 turns or less. You may find yourself in the outdoors or indoor arena, depending on the type of enemy you're facing. Experience, level up and new techniques can all be gained in the Arena (up to mention the prize money). The battlefields are smaller than you're probably used to, and there's only one of you, so you'll need to use tactics to fight, not just brute force.



## Private Dwellings

I had not anticipated about upgrading opponents and hints regarding your quest. And don't be shy—make it a point to talk to all the locals when you enter a town or you risk missing vital news. Move the cursor to a conversation topic and press **C** to hear what the person has to say. When you're finished, select **Exit**.



## Public Notices

Many towns have a public notice board at the far end of Main Street. Stop up and read the notices. These often have a bearing on your quest, and may even lead you to important new allies.



## Outdoor Adventuring

When travel up through *Alphavien*, you might wonder where you are and where to go. Signposts are like found here, and there by the main road. Stop up and take a look—the nearest towns and Kingdoms are listed on each signpost.

A map appears at the bottom left corner of the screen when you are working from place to place. Use this as a general guide to where you are (your current position is shown by a blinking white light, and areas you can enter are displayed in red).

Be careful when traveling from one Kingdom to another. Bandits have heard of Baze's return, and are taking the opportunity to try and relieve themselves of their 'gold'.













## Techniques

Here is a partial list of the techniques used by the warriors of Shyteno. There are, of course, even more powerful ones than these and it's up to you to make sure your team learns the skills they need to defeat Bone and the ultimate evil.

### T-Icon Key

	SHORT RANGE—NEAR THE CHARACTER
	SELF-PROTECTIVE
	DIVINE INTERVENTION
	ENCOMPASSING—OBSTACLES DO NOT INTERFERE WITH ATTACK
	360 DEGREES—OBSTACLES INTERFERE WITH ATTACK
	STRAIGHT LINE—OBSTACLES MAY INTERFERE WITH ATTACK
	DIRECTIONAL—OBSTACLES DO NOT INTERFERE WITH ATTACK
	RADIAL—OBSTACLES INTERFERE WITH ATTACK

### Magical Powers Key

	EARTH POWER		STAR POWER
	FIRE POWER		MOON POWER
	WATER POWER		MIND POWER
	WIND POWER		DARK POWER
	ELECTRIC POWER		HOLT POWER

T Type	On-Screen	Description	Type
Spear	SPR ATK	Pin an enemy with the <b>Spear Attack</b>	★
	SPN SPE	Use the <b>Spinning Spear</b> against surrounding enemies	○
	SLA SPE	Use the <b>Slashing Spear</b> against multiple enemies	🗡️
	KIL WIND	The <b>Killer Windmill</b> is a powerful spinning attack	○
Hammer	HMB STR	Pummel an enemy with the <b>Hammer Strike</b>	★
	HMB SASH	The <b>Hammer Smash</b> is a long-range attack	🔨
	HMB SPN	Hit surrounding enemies with the <b>Hammer Spin</b>	●
	HMB BMB	The <b>Hammer Bomb</b> has multiple attack-hops	💣
Sword	STR	<b>Strike</b> enemies with your sword	★
	RNG STR	Add distance to your attack with the <b>Range Strike</b>	★
	SPN STR	Hit surrounding enemies with the <b>Spin Strike</b>	○
	HVY STR	The <b>Heavy Strike</b> has range and power	★
T-Sword (Magic)	HLY SWD	Use the <b>Holy Sword</b> against velocity opponents	★ + 🗡️
	FLM SWD	The <b>Flame Sword</b> uses the Element of fire	★ 🔥
	CLO SWD	Freeze enemies with the <b>Cold Sword</b>	★ ❄️
	VAM SWD	Send <b>SP</b> near an enemy with the <b>Vampire Sword</b>	★ 🩸
Bow	ARW SHOT	Run and fire an <b>Arrow Shot</b>	★
	LTG SHOT	Add <b>Lightning Shot</b> power to arrows	★ ⚡
	STR SHOT	Send a <b>Straight Shot</b> at multiple enemies	🏹
	MUL SHOT	Fire the <b>Mult Shot</b> at nearby enemies	○
Ninja	STR	Perform a <b>Sword Strike</b>	★
	THR STR	Use <b>Throwing Stars</b> at an enemy	★
	MYS STR	Hit multiple enemies with the <b>Mystic Strike</b>	🗡️
	CNC STR	Slash surrounding enemies with a <b>Circle Strike</b>	○ 🗡️

T Type	On-Screen	Description	Type
Hand to hand	PUN	Use a Karate Punch	★
	KIK	Use a Karate Kick	★
	HVY PUN	Smash an enemy back with a Heavy Punch	★
	JBT, THW	Tein an enemy with a Martial Throw	★
Steel	STL GLD	Steal Gold from an enemy	★
	STL T	Steal a Technique from an enemy	★
	STL TM	Steal an Item from an enemy	★
	STL HP	Steal Hit Points from an enemy	★
Attack (Magic)	FRB	Blot an enemy with a Fireball	★ 🔥
	IND SPC	Shock enemies with a Lightning Spark	⚡ ⚡
	FRZ	Freeze an enemy	⚡ ❄️
	ICE STM	Blot enemies with an Ice Storm	❄️ ❄️
Heal (Magic)	HOL CUR	Use Holy Cure on a teammate under a spell	🕯️ ✨
	IND	Heal a teammate's HP	🕯️ ✨
	RAS GND	Raise a fallen teammate	🕯️ ✨
	GRP HLG	Cure multiple teammates with Group Healing	🕯️ ✨
Status (Magic)	RAS GND	Raise Ground to extend attack range	🕯️
	PRC SHD	Raise a Protective Shield for teammates	🕯️
	SOP	Put an enemy to Sleep	🕯️ 🛌
	SHK	Shrink an enemy's attack power	🕯️
Defense	DEF	Defend against an attack	🛡️
	CVR	Cover a teammate by taking their damage	🛡️
	CTR	Smash back at an enemy with a Counterattack	🛡️
	BLD	Block an attack	🛡️

# And Finally

Some tips for novices in Mystery:

## General

- Certain battle situations are better suited for some weapons than others. Once you enter the battle zone, check out the geography, then withdraw and reselect the battle party to fit the situation.
- Assess the ideal testing grounds for your characters, and allow you to pick up extra Gold as well as information about the kinds of enemies you'll be facing in real battle later on.
- Study the geography of Myoria well, and note the locations of all the passes on the Main Map. Some areas may seem inaccessible at first, perhaps you'll find the means to get to those areas on.
- Make special note of your characters' weaknesses, and figure out the best way to make up for those weaknesses. For characters who fall under spells easily, protect them with magic shields and keep them out of the way when facing spell-casting enemies. If a character can climb hills easily, select that character for mountain battles.
- Press **L** or **R** in Town or on the Main Map when walking around to change the character shown on screen. When saving Adventures, the last on-g character appears next to each Adventure in the memory. Use this function to remember which Adventure is which by selecting a character before you save an Adventure so that the character's icon appears in the RAMP memory.

## Battle Shortcuts

- Press **L** or **R** to move the highlight directly from one team mate to another.
- Press **C** repeatedly to speed up the enemy turn phases.
- If no enemies are left and you are making for the other end of the battlefield, move the teammate it's best to the end as far as his or her movement allows, then end the turn without moving the other teammates. Continue until the character seen has the exit.



## Handling Your Sega Saturn CD-ROM

- The Sega Saturn COMBO is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

### Warning to owners of projection televisions:

Bright pictures or images may cause permanent picture/tube damage or melt the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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Clipping or removal of the grass is strictly prohibited. Grassland rental or quality performance at this game is a violation of applicable laws.

English translation of the abstract of the paper: The authors consider the problem of the existence of solutions of the system of equations of the theory of the motion of a rigid body with a variable mass. The authors prove the existence of solutions of the system of equations of the theory of the motion of a rigid body with a variable mass. The authors prove the existence of solutions of the system of equations of the theory of the motion of a rigid body with a variable mass.

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